Cheatography

C++ references and pointers in function calls Cheat Sheet by adamvm via cheatography.com/86080/cs/20075/

Regular variable

```
// variable definition
int count;
count = 10;
// function definition
void example( int i) {
   cout << i;
   i = 30;
}
// function call
int main() {
   example(count);
   cout << count;
   return 0;
}
// terminal output
10
10</pre>
```

Reference

```
// variable definition
int count;
count = 10;
// function definition
void example( int& i) {
   cout << i;
   i = 30;
}
// function call
int main() {
   example(count);
   cout << count;
   return 0;
}
// terminal output
30
```

Pointer

```
// variable definition
int count;
int* pCount;
count = 10;
pCount = &count;
// function definition
void example( int* i) {
  cout << *i;
   *i = 30;
// function call
int main() {
   example(count);
  cout << count;
   return 0;
}
// terminal output
10
30
```



By adamvm

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